

Michael Cabranes

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WORK EXPERIENCE

Programming Co-Lead | INIT Build Game Development Team | Miami, FL Sep 2023 – Nov 2023

- Collaborated with a team of four to develop a tower defense game inspired by Arknights over 8 weeks using Unity. Key contributions included scripting unit behaviors and types, designing a dynamic unit placement system, balancing gameplay mechanics between units and enemies, implementing a save/load system with multiple save slots, and crafting level layouts. [Project Link](#)

NAF IT Internship at G. Holmes Braddock | Miami, FL

Jun 2018 – July 2018

- Configured computers, tablets, and other devices at G. Holmes Braddock for the upcoming school year, ensuring readiness and functionality. Collaborated with fellow interns to efficiently complete tasks, fostering teamwork and organization. Enhanced communication skills through consistent teamwork and collaboration during the internship.

SKILLS

Programming Languages: C# and Java (Proficient), C++, C, and Lua (Familiar)

Technologies: Unity, Unreal Engine, GitHub, Unity VC/Plastic SCM, Visual Studio, IntelliJ, and Microsoft Office suite.

Soft Skills: Interpersonal communication, critical thinking, time management, adaptability.

Languages: English (Fluent), Spanish (Intermediate).

EDUCATION

Bachelors in Computer Science | Florida International University | Miami, FL

Apr 2024

Relevant Coursework:

COP 3530: Data Structures, COP 4534: Algorithm Techniques, CEN 4010: Software Engineering I, CAP 4104: Human-Computer Interaction, STA 2023: Statistics for Business and Economics, CAP 4830: Fundamentals of Modeling & Simulations, COP 3102: Computer Architecture, COP 4555: Principles of Programming Languages, MAD 2104: Discrete Math